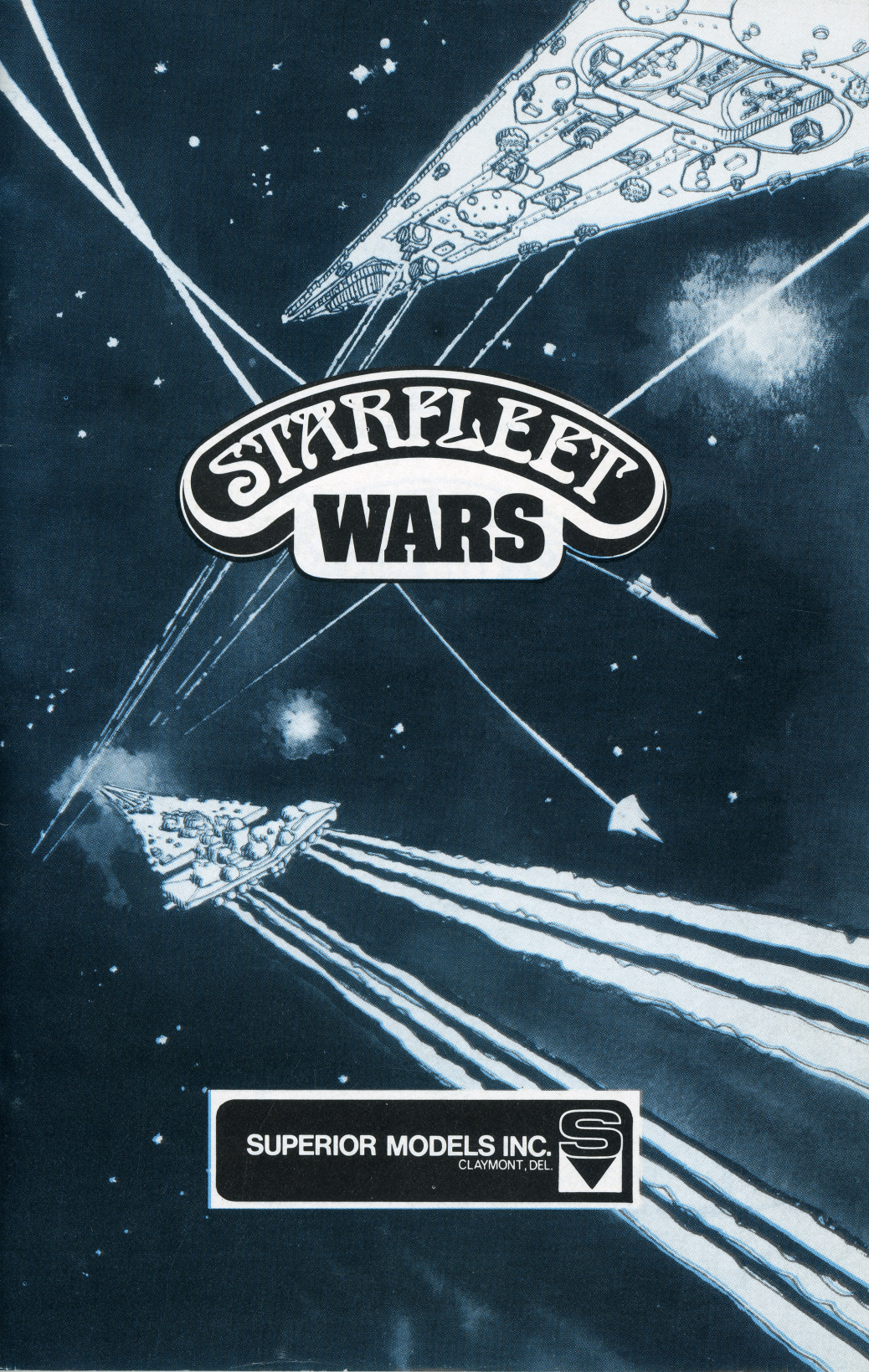


A black and white illustration of a Star Wars Starfleet Wars cover. The background is a dark space filled with stars. In the upper right, a large, detailed Starfleet ship is shown from a high angle. In the lower left, another Starfleet ship is shown from a low angle, moving away from the viewer and leaving a long, bright, multi-lined trail. Several bright, diagonal streaks of light cross the scene, suggesting laser fire or energy beams. The title 'STARFLEET WARS' is prominently displayed in the center.

STARFLEET WARS

SUPERIOR MODELS INC.
CLAYMONT, DEL.





SUPERIOR MODELS INC.
CLAYMONT, DEL.



Written by
WAYNE SMITH

Designed & Illustrated by
RON SPICER

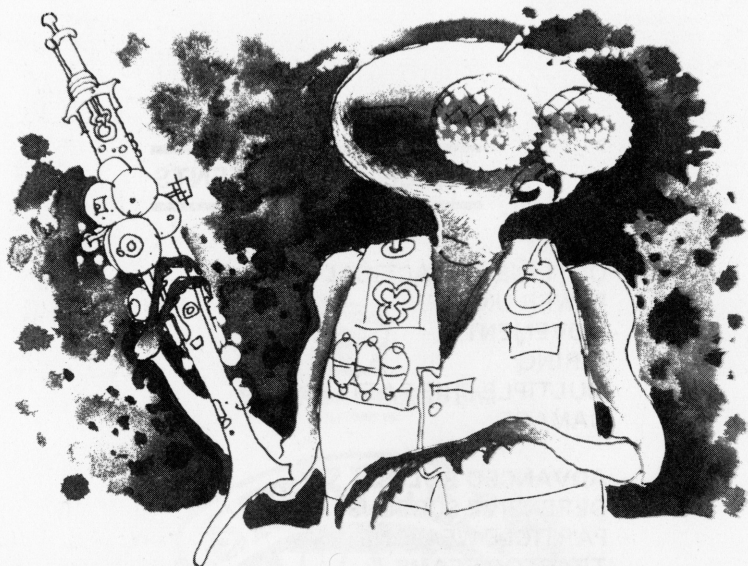
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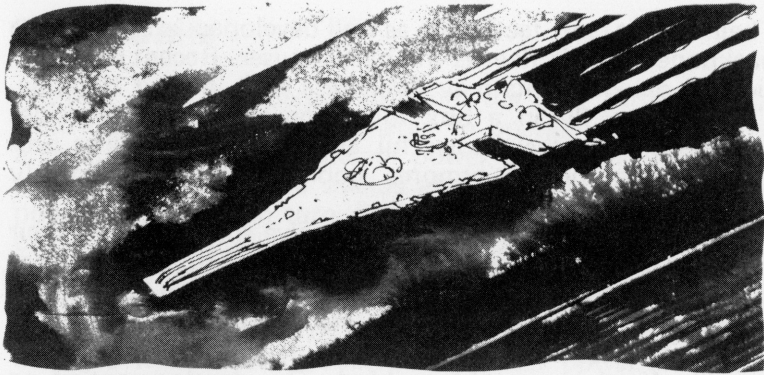


Introduction

To many people space warfare invokes a vision of giant spaceships firing laser weapons at each other from thousands of kilometers apart, tractor beams pulling ships together as in eighteenth century warfare and advanced particle weapons punching holes in their targets hulls. It is pure conjecture as to how these battles will be fought. How does one fight with weapons that are as fast as the enemy's ship? Will a long range battle be possible or will you have to be on top of your target to hit it? Will it be possible to fight at speeds greater than light-speed? How will space battles resemble naval warfare, if at all?

With these points in mind we have tried to develop a realistic, but relatively simple game that has several levels of play for increased enjoyment. The game has been structured to play with Superior Models new spaceships but any models can be utilized. The values given in the data tables are for the Superior spaceships but you can make up values for any ships you wish. In the same manner feel free to change any values in the tables to meet your own strategical and tactical criteria.

We suggest that you familiarize yourself with the rules by starting out with a single ship engagement using only two opposing spaceships. When you have mastered the basic mechanics of the game, add a few more ships to your battles, try using the assault carriers with their hordes of attack craft, then go to the tournament level using any or all of the special weapons on your spaceship. Good luck and good hunting!



Political Situation

In the galaxy there are five empires ranging from the powerful to the weak, the numerous to the few, the conniving to the naive, the treacherous to the unsuspecting. Two of these powers have been vying for control of the galaxy for several centuries, the Entomolians whose acknowledged ambition is complete Galactic dominance and the Terran Federation whose wish it is to "save" the galaxy from the other empires and bring the thousands of wealthy independent planets under their control.

The Terran forces are relatively numerous, well armed and well protected. Their ships have been designed to chase the enemy and destroy or cripple him, hence the majority of the armament is mounted forward. With this in mind tactics dictate attacking an enemy from behind and below to cripple the engines and weak bellies of their opponents. The well developed assault forced on the carriers and battlecruisers plus the heavy dreadnoughts have served the Terrans well. The Terran Federation has been intact for centuries and has always managed to defend its territories.

The Entomalian Alliance forces are not as well developed as the Terrans but are far more numerous, particularly in the dreadnought and cruiser squadrons. The assault carriers are few in number and in past encounters the fleet has suffered for the lack of the nimble attack craft. The Entomolians prefer to "box" their opponents in with their numerically superior forces and pour a withering fire from all directions.

Although not considered a first line power the Avarians supply the individually most powerful ships in existence. Lack of numbers have hampered their past attempts to increase the size and wealth of their United Worlds and they now rely on diplomacy to gain favors from other powers.

Their assault craft tactics are as well developed as any but the backbone of their fleet is the battlecruiser. Recent construction of dreadnoughts may indicate a shift in their thinking. The avarians fly in a box formation with the undersides facing in. With their powerful armament and engines protected by the heavily armored sloping hull they are nearly invulnerable to attack.

The Aquarians rely on their defensive shielding since their ships have fewer power-laser turrets. Their ships offer more crew comfort than the other powers resulting in less combat fatigue. The Aquarians prefer to stand off at long range and engage in hit-and-run operations. With their few ships they can ill afford losses of any kind. The development of an invisibility screen has made these tactics that much more successful.

The Carnivores are a race of vicious barbarians. With their preponderance of short range weapons they have preferred to close in and pound their opponents into scrap. This tactic could not hope to work against the heavily laser armed Terrans and Avarians except for the existence of the Energy Damping Beam. This allows them to neutralize an opponents long range fire and force him into a short range action where his inferior particle weapons are not that effective.

Outline of Tactical Play

- 1.** Determine vessels involved, the opening range between ships, and what each side must do to win the battle. (Victory Conditions)
- 2.** Determine available power units in each ship.
- 3.** Allocate power units to offensive factors (lasers), defensive factors (shields) and speed factors.
- 4.** All ships are moved simultaneously.
- 5.** Take ranges, determine targets from each of your ships which will fire. Not all ships need to fire each turn.
- 6.** Fire all weapons within range.
- 7.** Compute hits.
- 8.** Compute loss of power units on each ship that was hit.
- 9.** This completes one full turn. Repeat steps 2) through 8) until one side a) is destroyed b) retreats c) or has satisfied its victory conditions.

Power Units

Every item on board ship, from the laser turrets to the trash compactors, require energy to operate. Each ship has a certain capacity to generate power and therefore its weapon systems, defensive shields and speed, is limited to the power available each turn. Each ship has a maximum number of power units available each turn with the initial amount of power given in the data tables. Offensive, defensive and speed factors are chosen by the ships commander each turn according to the number of power units available. As a ship is damaged it will lose its ability to generate power and therefore its weapons, shields and speed. This forms the basis for this game and is therefore unique in that each ships capabilities can change from turn to turn.

Offensive, defensive and speed factors use power units in relation to the square of the factor desired. (ex. A commander wishes his ship to have an offensive factor of 9. A factor of 9 will utilize 81 power units (9×9) in the same manner power units for defensive and speed factors are calculated. The power units required for each factor are given in Table # 1. The total number of power units utilized in these three categories can not exceed the number of available power units in any turn. (ex. A MANTIS GD has 208 initial power units. The commander chooses an offensive value of 10 ($10 \times 10=100$ power units), a defensive factor of 9 ($9 \times 9=81$ power units) and a speed of 5 ($5 \times 5=25$ power units for a total of 206 power units.) Note that the ship could not have an offensive factor of 10, a defensive factor of 10 and a speed of 5 because this requires 225 power units. This exceeds the 208 power units available.

You can not exceed the available power units on any turn. Power units are not accumulative from turn to turn. Offensive and defensive factors can not exceed the limits as given in the data tables. (ex. A HAWK SD could not have an offensive factor of 4 even though the power utilization (16 units) is within the destroyers capabilities (31).

Movement

Unlike many games there is no playing board. All actions can be set up on the floor or a Ping-Pong table. This much space will be required as a playing area. Movement takes place simultaneously. All players move all of their ships at the same time, and players do not take turns as in many

other games. Don't forget to designate N, S, E, & W on your playing table for clarity of movement particularly with invisible ships.

All vessels are capable of a relative speed factor of 5. This represents movement slower than light-speed. A ship may choose to move at a slower speed factor (1, 2, 3 or 4) to conserve energy for other systems. All ships must move at least 1 factor per turn. For each speed factor allocated a ship may move 3 inches on the game "table". A ship may reverse course, move at a diagonal, move up or down as long as it does not exceed its movement factor.

You may want to simulate 3-dimensional movement. For game purposes consider your table to be the lowest level a ship may descend. You will need a set of cards with the numbers 0 through 12 written on them. These cards represent the height of your ship above the table. Your ship will remain on the table as a reference point. When moving your ship place a card under it with the number of inches that it is above the table. This way both you and your opponent will know where your ship is. (ex. You move your ship up 4 inches and over 5 inches. Place your vessel 5" away from your starting point and place a card with the number 4 under it). To simplify play, we suggest your ships not go higher than 12" from the playing surface. All heights should be in integers (0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12).

Firing

All ships have had their offensive and defensive factors determined in step 3. Each player chooses targets and measures the distance between the target ship and the ship doing the firing. (Remember to take height into account) Maximum range of your laser turrets (Offensive factor) is 48". Ships beyond that distance are considered out of range. The defensive factor of the target ship for that turn is subtracted from the offensive factor from the firing ship for that turn. This represents the number of 'shots' or die rolls that the attacker has for that turn. (ex. A CONDOR GD with an offensive factor of 12 fires on a MANTIS GD with a defensive factor of 9. The CONDOR fires 3 'shots' ($12-9=3$). This is known as the attack superiority factor. Note that if your offensive factor is less than your targets' defensive factor or of equal value — you fire no shots!

The speed of the attacker is then compared to the speed of the defender on the firing table (Table #2). Assume both ships were traveling at a speed factor of 5. Cross indexing the speeds on the table we find that you have a 15% chance to hit the target. Roll the two percentage die, allowing one color die to be the first digit and the other color die to be the second digit. A roll of 15 or less is needed to achieve a hit. Assume a 27, an 81 and a 14 were rolled. One hit would have been made on the MANTIS.

Next we proceed to the damage table (Table #3) to determine how much damage was done to the MANTIS. Using the attack superiority factor, in this case 3, we find out how much damage was done per hit. The table indicates 7 power units were lost per hit. Since one hit was achieved a total of 7 power units has been lost from the MANTIS. The loss of power is noted on the MANTIS's play chart. The MANTIS now fires on the CONDOR in exactly the same manner. Firing is considered simultaneous and damage sustained does not take effect until the next turn or until the move is over. Battle continues until one side or the other is destroyed, surrenders, or retreats from the scene of action.

Multiple Ship Battles

Several ships may choose to combine their offensive factors against one target. This is particularly beneficial when several small ships attack a larger vessel. The attacking ships offensive factors are added together and the target's defensive factor is subtracted from their combined total. This is the attack superiority factor and firing takes place as outlined previously.

A ship may elect to split its fire between two or more targets. In this case, determine your offensive factor as described earlier. You may then put several factors on different ships as long as the total does not exceed the original offensive factor. (ex. A MANTIS with an offensive factor of 10 may elect to fire 6 of them at one target and 4 at another). Firing is done in the usual manner. Under the damage table use the factor fired, not the total offensive factor (i.e. 6 and 4 in our example, not 10)

A ship may not split its fire using the power units for each fraction. (ex. The MANTIS split its fire into 6 and 4. You may not use $(6 \times 6 = 36 + 4 \times 4 = 16)$ 52 power units for firing your weapons. This would leave you with 48 power units that could be diverted to defense or speed. Computation in this manner is not allowed. 100 (10×10) are required.

ORDER NO.	TYPE SHIP	CLASS	NO. IN CLASS	POWER UNITS	MAX. OFF. FAC.	MAX. DEF. FAC.	CIDS FACTOR	ATTACK CRAFT	PARTICLE WEAPONS	FACTOR	RELOADS
Terran Federation											
TS - 01	*GD	INVINCIBLE	16	240	14	14	76% (24)	4	Neutron Torpedoes:	2	10
TS - 02	GAC	CONSTELLATION	18	120	4	7	60% (12)	40		2	6
TS - 03	GB	FORMIDABLE	28	90	8	8	52% (9)	15		2	10
TS - 04	SC	RANGER	48	60	5	7	32% (6)	0		2	8
TS - 05	SD	SWIFTSURE	196	30	2	2	24% (3)	0		2	8
Entomalian Empire											
ES - 20	GD	MANTIS	30	208	10	10	50% (21)	6	Thermonuclear	2	10
ES - 21	GAC	HIVE	8	104	2	5	40% (11)	27	Dart	2	4
ES - 22	GB	SCORPION	42	80	6	7	32% (8)	0		2	8
ES - 23	SC	HORNET	37	50	3	5	20% (5)	0		2	6
ES - 24	SD	WASP	234	29	2	2	16% (3)	0		2	6
Avarian United Worlds											
AS - 40	GD	CONDOR	5	257	14	15	76% (26)	4	Proximity Fused	2	10
AS - 41	GAC	NEST	12	125	5	9	54% (13)	36	Anti-Matter	2	6
AS - 42	GB	EAGLE	32	156	10	12	44% (16)	0	Missile:	2	10
AS - 43	SC	FALCON	29	65	6	7	54% (7)	0		2	6
AS - 44	SD	HAWK	98	31	2	3	16% (3)	0		2	6
Aquarian Alliance											
WS - 60	GD	LEVIATHAN	10	230	9	15	60% (23)	4	Radon Bomb	2	10
WS - 61	GAC	STINGRAY	9	115	7	9	40% (12)	30	Catapult:	2	6
WS - 62	GB	SHARK	23	85	5	9	30% (9)	0		2	8
WS - 63	SC	BARRACUDA	29	58	4	7	25% (6)	0		2	6
WS - 64	SD	PIRAHNA	87	30	2	4	20% (3)	0		2	6
Carnivoran Republic											
CS - 80	GD	TIGER	11	221	8	13	60% (22)	4	High Velocity	6	16
CS - 81	GAC	DEN	6	110	4	6	45% (11)	34	Implosion	4	10
CS - 82	GB	LION	26	85	6	7	38% (9)	0	Weapon:	6	12
CS - 83	SC	PANTHER	34	57	4	6	25% (6)	0		4	10
CS - 84	SD	CHEETAH	81	30	2	2	16% (3)	0		4	10

STAR FIGHTER ATTACK CRAFT

Terran	SF - 01	COMET
Entomalian	SF - 20	MOSQUITO
Avarians	SF - 40	RAVEN
Aquarians	SF - 60	PIKE
Carnivore	SF - 80	BOBCAT

*GD Galactic Dreadnought GAC Galactic Attack Carrier GB Galactic Battlecruiser SC Stellar Cruiser SD Stellar Destroyer

This scale of STAR SHIPS can be used with any of the following scales: 1:1200, 1:2400, 1:4800, 1:9600 or any other scale.

FANTASTICALLY DETAILED MODEL SPACESHIPS
CAST IN METAL FOR THE COLLECTOR AND WARGAMER.



Damage

Damage results are reflected by the number of power units lost for the remainder of the game. In our example in the firing rules the MANTIS lost 7 power units. This is subtracted from the number of power units initially available. For the second turn the MANTIS has only 201 power units. Subsequent damage is then subtracted from 201. (ex. On turn 2 the MANTIS is hit 3 times for a loss of 24 power units. For turn 3 the MANTIS will have 177 power units left with which to fight, defend itself and move. On turn 3 subtract any damage inflicted from 177).

When a ship's power units have been reduced to 0 the ship is incapacitated and the crew dead because there is no power left for life support systems.

The incapacitated ship can now be boarded by another vessel of any nationality. In order to capture an incapacitated ship, any other vessel can come alongside for 3 consecutive moves and the damaged ship is considered siezed. It can then be towed at a speed factor of 2 per turn by any ship.

To avoid being captured a commander may destroy his own ship. To do this, 5 power units must be used. If the ship has 4 or less power units, it cannot be destroyed. An opponent may elect to destroy a ship rather than capture it. To do this you must hit the target once on any turn after it has been disabled. The ship is then removed immediately from the playing area.

Players now proceed to Step 2) and continue the playing sequence until one of the conditions stipulated in step 1) are satisfied.

ADVANCED RULES

We suggest you familiarize yourself with the basic rules thoroughly before adding any or all of the advanced rules to your scenarios.

Defensive Screens

Every ships defensive screens are a magnetic field projected from field generators located at various points on the hull. These screens' functions are to disperse any energy weapons effectiveness to the degree of energy used to form the screen. Thus they can be overridden by larger bursts of energy. This is the thinking behind the firing portion of the game.

Since these screens disperse opponents laser fire, it logically follows that a vessel's own laser fire could not get past its

own defensive screens. To enable a ship to fire, each turret carries the necessary machinery and generators to selectively deactivate the portion of the screen that the laser is firing through. The firing of the lasers and the screen deactivation is synchronized to occur simultaneously lessening the vulnerability of the firing ship.

Particle weapons contain their own penetration aids and are not affected by the field-generated screens. Only the increased size of a vessel will aid in her defense as the particle weapons are able to crack the tough ablative armor of the hull.

The screens of each ship are projected at a distance of 4" from the nearest part of the ship. Any vessel moving within this 4" radius is considered to have penetrated the screens and may fire their allocated offensive factors without having to subtract the targets defensive factors. (E.g. The CONDOR with an offensive value of 12 moves within 4" of the MANTIS with a defensive factor of 9. The defensive factor is ignored and the CONDOR fires 12 shots at the MANTIS. Note that the MANTIS may also fire at the CONDOR with no regard to the CONDOR's defensive factor.

Assault craft may not fire their lasers at warships destroyer size and larger. (See page 14 for more about attack craft)

Particle Weapons

All vessels carry particle weapons. These weapons consist of particles propelled at the speed of light or a missile-type weapon with an atomic warhead. The names of the different powers particle weapons are given in the data table. These weapons are considered to be equal in destructive capability for game purposes. They may be weighted in any manner you wish if that suits your wargame requirements.

Hits are computed in the same manner as laser fire using Table #2. The targets defensive factor is of no consideration in firing your particle weapons. You may fire as many factors per turn as you wish up to the maximum factor as given in the data table. The first number listed in the data table is the number of factors the ship may fire each turn. The number in parenthesis following the number of factors is the number of reloads each ship carries. Once you have fired off all your particle weapons you no longer may employ this weapon. This is important for the smaller warships since this is their major offensive weapon.

All particle weapon hits are worth 10 power units per hit. In addition special damage can be inflicted. This is reflected in the Special Damage Table (Table #4). For each hit made on the target roll the two die and compare the number to the table. Any additional losses should be entered on the targets playsheet. All additional losses are permanent and apply for the remainder of the game.

Initial firing of particle weapons requires no expenditure of energy, hence no power units are used to fire them. However, thereafter for each particle weapon fired 5 power units are expended. Range of your torpedoes is twenty inches.

Tractor Beams

All ships are considered to have tractor beams. They are mainly used for towing disabled ships but have a limited offensive potential. They can aid larger ships in grappling and halting smaller ones or be used to draw two antagonists together. As with everything else, energy is expended. Ten power units are required to tow a ship at a speed factor of One. A ship may be towed at a speed factor of two with the expenditure of 25 power units. This is the fastest speed at which a ship may be towed.

In a similar manner, the force used by the tractor beams to tow disabled ships can also be used offensively. This force can be directed at target ships to reduce their speed and make them more vulnerable to the offensive fire power of the attacking craft. An expenditure of 10 power units by the attacking vessel will reduce the speed of a target ship by one factor. Twenty-five (25) power units are needed to reduce a target ship's speed by two (2) factors. No more than two (2) speed factors of a target ship may be reduced on any one turn.

Any technology that has the ability to generate a tractor beam should also be able to counteract that beam. For example, at the end of the moving portion of a turn and before the firing portion, your opponent announces that he has expended 25 power units to reduce your speed factor by two. Your ship must then be 'backed up' on the table by six inches. Normal play sequence recommences. On the next turn you decide to expend 10 power units to repel a portion of his tractor beam. If your opponent employs 25 power units again your speed will only be reduced by one factor. Instead, your opponent does not use his tractor beam and you have wasted 10 power units.

If two ships use their tractor beams simultaneously, movement takes place normally except that at the end of the movement phase the two ships will be moved towards each other according to their tractor beam factors. (ex. Two ships, each with a speed factor of 5, use their tractor beams. Ship one expends 10 power units while Ship Two expends 25 power units. At the end of the moving phase Ship One is moved 6 inches towards Ship Two while Ship Two is moved 3 inches towards Ship One.)

Tractor beams have a maximum range of 12 inches. They are effective on only one ship at a time.

Invisibility Shield

An invisibility shield will keep secret the identity of a ship, but not its presence. Sensors will be able to track the invisible ship if it moves or fires but will not know its size or whose ship it is. In our political scenario the Aquarians were given this weapon but you may use it on any ship you wish. To become invisible a ship must expend $\frac{1}{2}$ of her initial power units as given in the data table. If a ship is damaged she must still use $\frac{1}{2}$ of her initial power units to become invisible. When moving place any kind of marker on the gaming table to indicate your ships position. If you are moving at a speed factor of one there is no need to place a marker on the board so that your position will remain unknown to your opponent. If you are firing from your invisible ship you must place the model of your vessel on the table at the end of the movement phase in order for your opponent to return fire.

To keep track of your invisible ship, write down its initial position relative to some point on the playing table. (chair leg, door jamb, etc.) This is called your reference point. All plotting should be kept in secret on your play chart using your reference point. Movements should be charted in inches moved and their direction relative to the compass points that were initially determined.

Energy Damping Beam

This weapon will partially neutralize an opponents power units making his weapons or shields or both reduced in strength. The firing table below is used to determine by what factors an enemy ship is reduced. The use of this weapon is

announced after the movement phase, after tractor beams are used and before the firing phase.

The maximum power any one ship can expend on the EDB is 85 power units. The EDB reduces the offensive factor first. When the offensive factor is reduced to zero — then the defensive factor is reduced. (ex. A Carnivore uses 85 PU's to neutralize an opponent with an offensive factor of 6 and a defensive factor of 7. The offensive factor is reduced to 0 and the defensive factor is reduced to 5.)

Ships may combine EDB's to completely neutralize opponents.

POWER UNITS UTILIZED	15	25	35	45	55	65	75	85
OFFENSIVE OR DEFENSIVE FACTORS ARE REDUCED BY	1	2	3	4	5	6	7	8

Attack Craft

Many ships carry attack craft. These ships have multiple uses; they may be used in an assault role, an interceptor role, or a ground support role. All attack craft have a speed factor of 5.

In the assault role the attack craft are armed with one particle weapon factor with a range of 12". It is fired exactly as the major warships fire their particle weapons doing 10 power units damage per hit and may also inflict special damage. In addition, while in the assault role, they may fire their lasers one time at another attack craft.

If armed as an interceptor the attack craft may fire its lasers 3 times, once on three different turns, at another attack craft. It is fired exactly as other lasers are fired. An attack craft has a defensive factor of zero; any hit will destroy it. Range of your attack craft lasers is 8".

Note that the lasers on attack craft are effective against other attack craft only. They may not fire at major warships. Only the particle weapons they carry are effective against the larger warships. A maximum number of 12 attack craft may attack one warship on any one turn. Any number above this limit are automatically destroyed.

Assault ships may attack with interceptor escort. In this case enemy interceptors must soak-off against the escorting interceptors on a one-to-one basis. Any remaining interceptors may then attack the assault ships. This combat is considered to take place before the assault ships launch their particle weapons, assuming they are within range.

Attack craft can be launched at a rate of 12 ships per turn from any warship that can carry them. They may be recovered at a rate of 12 per turn or any combination of launching and recovering up to 12 attack craft per turn. No power units are required for this. They must be on board for one complete turn to be refueled and rearmed (eg. On turn 2 an assault craft lands. It is refueled and rearmed on turn 3. It may be launched on turn 4). Attack craft are launched after the major warships have moved. They are considered to be launched with a speed factor of 2 for their movement on that turn.

Close in Defense System (CIDS)

The CIDS is the only weapon system capable of protecting major units from attack craft. Their heavy power laser turrets are not capable of tracking and destroying the small attack craft.

On each turn that the attack craft are within range (18") the defending ship rolls the two die a total of 10 times. Under the heading CIDS in the data table is the percentage factor needed to be rolled to be successful in destroying attack craft. Larger warships are generally more capable in defending themselves against attack craft.

As a warship is damaged, the number of die rolls for its CIDS are reduced. This is reflected by the number in parenthesis after the CIDS in the data table. This represents the number of power units that must be lost for the reduction of one die roll.

ex. 1) The CONDOR has the number 26 in parenthesis. If she takes 27 points damage she may roll only 9 times if attacked by assault craft.

ex. 2) The CONDOR has lost 112 power units. She can now only roll 6 times against the assault craft.

Assault ships fire their neutron torpedos after being fired at by the CIDS. Other vessels within 6" of ship being attacked may fire at the Assault ships.



Boarding

Boarding is used to capture an enemy ship that is still intact and whose crew is still capable of fighting. To board a ship you must come alongside within 2" and grapple the enemy using your tractor beams. Ten power units are required and you must roll 40 or less to successfully grapple the enemy. Success in boarding depends on your superiority in power units. Your power units are compared to the enemys remaining power units. Your superiority is then cross indexed on the table below with the percentage die roll you must make to successfully board and capture the enemy ship. Note that power units are not consumed, they are only compared.

You must have a superiority of at least 10 power units to board. All superiorities in excess of 250 are treated as they were 250.

POWER UNIT SUPERIORITY		10	20	30	40	50	60	70	80	90	100	110		
DIE ROLL NEEDED TO BOARD		4	8	12	16	20	24	28	32	36	40	44		
120	130	140	150	160	170	180	190	200	210	220	230	240	250	-
48	52	56	60	64	68	72	76	80	84	88	92	96	100	-

Light Speed

All major ships are capable of light speed. While traveling at lightspeed you cannot be tracked nor may you track any other vessel. You may not use your weapons. Lightspeed requires the use of 50% of your initial power units. Thus you can take only limited damage and still travel at light-speed. This form of travel is useful in escaping from overwhelming odds and necessary for interstell travel in any strategic portion of the game.

NAME INVINCIBLE				NAME LEVIATHAN			
MAX O.F.: 14		MAX D.F.: 14		MAX O.F.: 9		MAX D.F.: 15	
CIDS: 76% (23)		TORP. FAC: 2-10		A/C 4		CIDS: 60% (23)	
TORP. FAC: 2-10		A/C 4		TORP. FAC: 2-10		A/C 4	
TURN	POWER UNITS	SPEED	OF	DF	NOTES	TURN	POWER UNITS
1	240	5	14	4	TARGET-LEV-0 HITS	1	230
2	231	1	12	9	TARGET-LEV-1 HIT	2	230
3	231	1	12	9	TARGET-LEV-1 HIT	3	225
4	231	1	12	9	" " - MISSED	4	220
5	231	1	12	9	" " " "	5	220
6	231	5	11	9	" " LASER'S MISSED PART.WP. 0 HITS	6	220
7	221	5	10	9	" " PART.WP. 0 HITS	7	220
8	224	5	10	9	" " PART.WP. 0 HITS	8	220
9	211	3	10	9	" " LASER NO FIRE PART.WP. 2 HITS	9	220
10	211	1	14	2	" " LASER 3 HITS PART.WP. 0 HITS	10	200
11	120				GOES TO LIGHT SPEED		143

EXPLANATION:

- TURN 1-5 Closing from 48" to 20" laser weapons are used.
 TURN 6-9 Closing from 20" to 5" particle weapons fired.
 No special damage incurred.
 TURN 10 Ships within 4" defensive factor doesn't count.
 TURN 11 Invincible goes to light speed.
 The battle is over.

KEY: O.F. — Offensive Factor

D.F. — Defensive Factor

CIDS — Close In Defensive System

TORP FAC — Torpedo Factor

A/C — Attack Craft

Sample Play Chart

STARSHIPS

FANTASTICALLY DETAILED MODEL SPACESHIPS
CAST IN METAL FOR THE COLLECTOR AND WARGAMER



Terran Federation

TS - 01	*GD	INVINCIBLE
TS - 02	GAC	CONSTELLATION
TS - 03	GB	FORMIDABLE
TS - 04	SC	RANGER
TS - 05	SD	SWIFTSURE



Aquarian Alliance

WS - 60	GD	LEVIATHAN
WS - 61	GAC	STINGRAY
WS - 62	GB	SHARK
WS - 63	SC	BARRACUDA
WS - 64	SD	PIRAHNA



Entomalian Empire

ES - 20	GD	MANTIS
ES - 21	GAC	HIVE
ES - 22	GB	SCORPION
ES - 23	SC	HORNET
ES - 24	SD	WASP



Carnivoran Republic

CS - 80	GD	TIGER
CS - 81	GAC	DEN
CS - 82	GB	LION
CS - 83	SC	PANTHER
CS - 84	SD	CHEETAH



Avarian United Worlds

AS - 40	GD	CONDOR
AS - 41	GAC	NEST
AS - 42	GB	EAGLE
AS - 43	SC	FALCON
AS - 44	SD	HAWK

Star fighter attack craft

Terran	SF - 01	COMET
Entomalian	SF - 20	MOSQUITO
Avarians	SF - 40	RAVEN
Aquarians	SF - 60	PIKE
Carnivore	SF - 80	BOBCAT

*GD Galactic Dreadnought GAC Galactic Attack Carrier

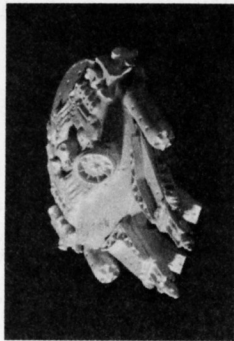
GB Galactic Battlecruiser SC Stellar Cruiser SD Stellar Destroyer

This scale of STAR SHIPS can be used with any of the following scales: 1:1200,
1:2400, 1:4800, 1:9600 or any other scale.

SUPERIOR MODELS INC.
CLAYMONT, DEL.



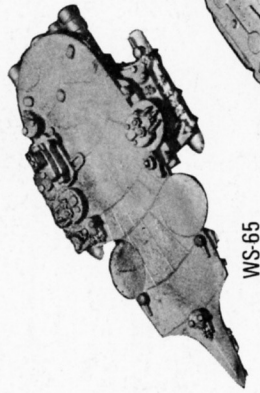
STARSHIPS NEW & PLANNED STARSHIP RELEASES AND ADDITIONAL VALUE TABLE



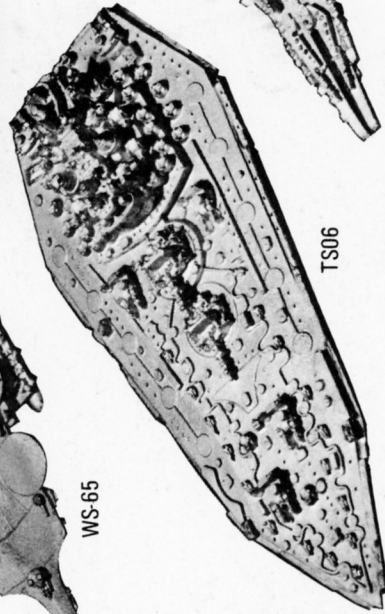
ES-25



AS-45



WS-65



TS-06



ES-20

Several new models of the Five Powers starships have been made available by Superior Models. The values for these models as well as one change in the table on page 8 of the rulebook are given in the following Data Table. These values will enable you to place these new models on the warfare table using the rules for *Starfleet Wars*®.

The Super Galactic Dreadnoughts (SGD) are fought just like other ships in *Starfleet Wars*® with one small change. Using the available power units calculate your factors for offense, defense and speed (Page 5 of the rulebook). Remember, at no time may you use more than your available power units or exceed your maximum offensive and defensive factors. The highest speed these ships may travel is a factor of 5. After you have calculated your factors you then add the additional offensive factor to the calculated offensive factor and the additional defensive factor to the calculated defensive factor. (These additional factors are found in the Data Table below.) These totals are your factors used to engage your opponent's ship for that turn.

ex. An undamaged VICTORY elects to travel at a speed of 3 (using 9 power units), has an offensive factor of 18 (using 324 power units) and a defensive factor of 12 (using 144 power units) for a total of 477 power units used. Note that this is less than the maximum of 480 available power units. The additional offensive factor of 7 is added to the calculated offensive factor of 18 giving a total of 25 offensive factors. In the same manner the defensive factor is boosted from 12 to 19 (12 + 7 = 19).

The additional offensive and defensive factors reflect the increased capabilities of these super dreadnoughts over earlier ships. The additional factors cease to be added when a ship suffers a loss of 75% of her power units.

We suggest limiting each power to a maximum of two SGD in any one battle in the interest of playability. More than this number may dominate the battle and decrease your enjoyment of the game.

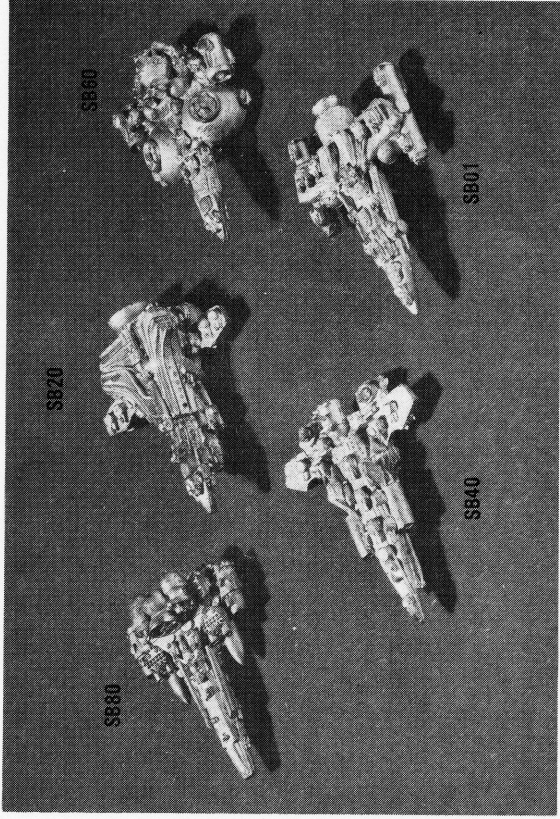
A new Galactic Dreadnought has been added to the Entomalian Fleet. It has replaced the earlier dreadnought MANTIS but will still be known by that code name. Its values are also given in the Data Table. The GAC STINGRAY has been reevaluated. In addition a new GAC, the BEHEMOTH has been added to the Aquarian Fleet. Both of these sets of values are given below. Values for the new transports have been included as well. Please refer to the note at the bottom of the Data Table.

ORDER NO.	TYPE SHIP	CLASS	POWER UNITS	MAX. OFF. FACTOR	ADDITIONAL OFF. FACTOR	MAX. DEF. FACTOR	ADDITIONAL DEF. FACTOR	CIDS FACTOR	ATTACK CRAFT	PARTICLE FACTOR	WEAPONS / RELOADS
TS06	SGD	VICTORY	480	21	7	21	7	100% (60)	30	6	30
ES26	SGD	SWARM	420	20	5	20	5	100% (42)	15	6	28
AS46	SGD	GRYPHON	475	21	7	21	8	100% (50)	28	7	33
WS66	SGD	TYPHOON	460	21	4	21	5	100% (46)	20	5	26
CS85	SGD	POLECAT	450	21	5	21	3	100% (40)	18	12	34
ES-20	GD	NEW MANTIS	235	18	—	13	—	55% (24)	6	2	10
WS-65	GAC	BEHEMOTH	130	7	—	9	—	50% (13)	22	2	8
WS-61	GAC	STINGRAY	115	2	—	9	—	40% (12)	30	2	6
ES-25	*GTP	LOCUST	20	1	—	1	—	10% (2)	—	—	ROB
AS-45	*GTP	TURKEY	21	0	—	1	—	13% (2)	—	1	1
TS-07	*GTP	HAVOC	21	1	—	1	—	12% (2)	—	1	2
WS-67	*GTP	SEA HORSE	19	0	—	1	—	10% (2)	—	0	0
CS-86	*GTP	CUB	19	1	—	0	—	9% (2)	—	2	2
Launchers											
ROB											

*Galactic Transports. Maximum speed factor of 4. Capable of light speed, transports may be fired at by attack craft lasers. Each hit does 5 points damage. Transports fire at attack craft with CID's.

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Superior Models inc

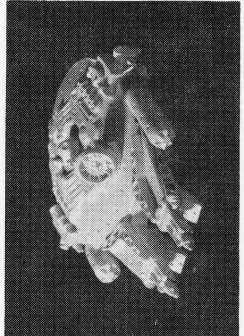
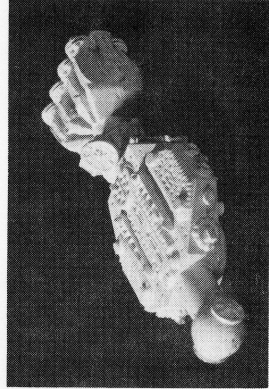
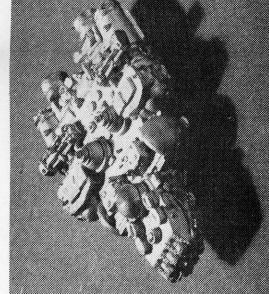
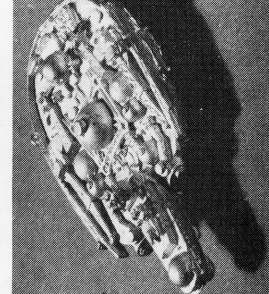
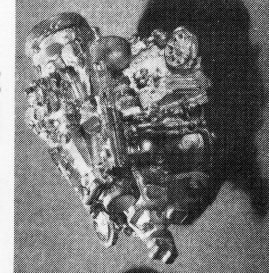
RULES AND VALUES FOR SUPERIOR MODELS NEW ★Starbombers★



STARBOMBER CHARACTERISTICS

NUMBER	NAME	LIGHT LASER FACTORS	PARTICLE WEAPONS FACTORS	RELOADS	SPEED
SB01	MARS	6	4	8	5
SB20	STING	4	4	10	5
SB40	BUZZARD	5	5	9	5
SB60	WAHOO	5	4	9	5
SB80	SNARL	4	6	12	5

Also available: GalacticTranports

ES-25 LOCUST	AS-45 TURKEY	CS-86 CUB	WS-67 SEA HORSE	TS-07 HAVOC
				



The Starbombers role in the galactic fleets is primarily offensive in that they are most useful escorting strike forces of starfighters or destroyers against enemy positions. Defensively, they can be used like an AA cruiser to keep starfighters from mounting a concentrated attack on capital units or provide close coverage to convoys. Their primary weapon is the particle weapon to deal with capital units supplemented with light lasers to stave off starfighters. While some approach a destroyer in size they are too lightly constructed to mount heavy lasers or thick shielding. This results in the paradox that they are too small to be invulnerable to starfighter's lasers but not small enough to avoid particle weapons or capital units heavy lasers.

A Starbombers particle weapons are fired exactly like any other ships in *Starfleet Wars*. These rules are found on page 11 in the rulebook. In the following table the number found under the category "factors" is the number of particle weapons that can be launched each turn. The number under the category reloads is the total number of particle weapons carried on board that can be fired in the course of the game.

A starbombers light lasers can be fired at starfighters, transports or other starbombers. They may *not* fire at starships destroyer size or larger. Each light laser factor that a starbomber carries may be fired once per turn. Light lasers are fired exactly like starfighters lasers except that they have a range of 12 inches. These rules are found on page 14 of the rulebook under the category "Attack Craft". Unlike Attack Craft (Starfighters) the Starbomber may fire as often as it wishes only being subject to the limitation of one shot per laser factor per turn.

Starbombers may be fired at with the Offensive Factor of capital ships, the CIDS of capital ships, particle weapons of all starships or light lasers from starfighters, starbombers or transports. If they are hit once from the offensive factors or particle weapons from any ship they are destroyed. If hit by CIDS or light lasers a total of four hits is needed to destroy them. All Starbombers may travel up to a speed of 5 factors per turn.

EXAMPLE OF PLAY

Two Sting SB patrolling a trade route at a speed of 3 are surprised at a range of 12" by a Pirahna SD and 8 Wahoo SF (outfitted as interceptors) travelling at 4 speed factors. The SB's split their light laser fire against the Wahoo's firing two factors at each starfighter thus firing at a total of 4 SF's. The die roll needed to shoot down the SF's as given in the firing table is from 0 to 29. Three SF's fall! Each SB fires 4 particle weapons at the Pirahna achieving a total of 2 hits causing 20 power units damage. The Wahoo's may not fire since they are out of range. The Pirahna fires two offensive factors and two particle weapons at one SB and its CIDS at the other. The offensive factors miss but one PW hit is achieved destroying one Sting SB. The CIDS makes two hits on the other SB, not enough to destroy her.

On turn 2 the SB and surviving SFs increase speed to five factors. The Pirahna with only 10 power units devotes 4 to speed (2 speed factors), 4 to offensive factors (2 factors) and only has enough left to have a defensive factor of 1 (1 power unit). There are not enough power units left to reload the particle weapons. The range between the Pirahna and the Sting has opened to 19". The Wahoo's have closed to 8 inches. The Starbomber fires 4 more particle weapons at the Pirahna leaving only two reloads on board. One hit is achieved causing the total damage to be 30 power units, enough to disable the SD and kill the entire crew. The Sting fires one laser at four different Wahoo's, shooting down two of them. The SD fires with its' offensive factors but misses. Its CIDS is out of range and may not fire. The Starfighters shoot at the SB with their light lasers scoring two more hits. The SB has now taken four hits and is destroyed.

The Aquarians have lost 5 Starfighters and must leave their destroyer drift in space without power or crew. The remaining Starfighters can't tow it and they don't have any particle weapons to fire to destroy it. When last seen the Pirahna was still drifting, a memorial to a short, savage action.



1

FACTOR	POWER UNITS
1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100
11	121
12	144
13	169
14	196
15	225

2

FIRING TABLE

ATTACKERS SPEED

DEFENDERS' SPEED	1	2	3	4	5
1	51	47	43	39	35
2	46	42	38	34	30
3	41	37	33	29	25
4	36	32	28	24	20
5	31	27	23	19	15

AT 1/2 RANGE
FOR ALL LASERS
AND PARTICLE
WEAPONS ADD 10
TO YOUR DIE ROLL

4

PARTICLE WEAPON SPECIAL DAMAGE TABLE

DIE ROLL	Reduce targets maximum offensive factor by 2 factors	Reduce targets maximum defensive factor by 2 factors	No effect	Reduce targets calculated speed by 1 factor	Target loses 40 additional power units
0-10					
11-20					
21-85					
86-94					
95-100					

3

DAMAGE TABLE

ATTACK SUPERIORITY FACTOR	POWER UNITS LOST PER HIT
1	5
2	6
3	7
4	8
5	9
6	10
7	11
8	12
9	13
10	14
11	15
12	16
13	17
14	19
15	21
16	23
17	25
18	27

BOARDING CHART

POWER UNIT SUPERIORITY	10	20	30	40	50	60	70	80	90	100	110
DIE ROLL NEEDED TO BOARD	4	8	12	16	20	24	28	32	36	40	44
120	130	140	150	160	170	180	190	200	210	220	230
240	250	-	-	-	-	-	-	-	-	-	-

ENERGY DAMPING BEAM CHART

POWER UNITS UTILIZED	15	25	35	45	55	65	75	85
OFFENSIVE OR DEFENSIVE FACTORS ARE REDUCED BY	1	2	3	4	5	6	7	8

RANGE TABLE FOR ALL SYSTEMS

SENSOR RANGE	60"
LASERS (OFFENSIVE FACTORS)	48"
ENERGY DAMPING BEAM	24"
PARTICLE WEAPONS	20"
CIDS	18"
ATTACK CRAFT PARTICLE WEAP.	12"
TRACTOR BEAM	12"
ATTACK CRAFT LASERS	8"

